

PATENT
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A. IN THE CLAIMS

In order to better assist the Examiner with the prosecution of the case, the current pending claims have been included in their entirety for which reconsideration is requested.

1. (CANCEL)

2. (PREVIOUSLY AMENDED) A method for interacting between participants through a network of computers, comprising:

analyzing successive video images received as input from a camera capturing video of at least one of the participants for an actual physical gesture made by the one participant;

determining a state of the actual physical gesture made by the one participant;

accessing a table for an action associated with the determined state of the actual physical gesture; and

automatically generating a command for the action to a software program enabling a real time communication between the participants thereby sending a representation of the actual physical gesture within the real time communication.

3. (PREVIOUSLY AMENDED) A method for communicating between participants through a network of computers, comprising:

analyzing images of at least one of the participants received as input for an actual physical gesture;

associating each of a plurality of physical gestures to separate commands of an application program interface for communicating in real time between the participants; and

transmitting an associated command associated with the actual physical gesture from the analyzed images to the application program interface to send a representation of

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the actual physical gesture within the real time communication for communicating between the participants.

4. (CANCEL) A computer system having means for interacting between participants through a network of computers, comprising:

means for analyzing successive video images received as input from a camera capturing video of at least one of the participants for an actual physical gesture made by the one participant; and

means for automatically generating a command to a software program enabling a real time communication between the participants to send a representation of the actual physical gesture within the real time communication.

5. (PREVIOUSLY AMENDED) A computer system having means for interacting between participants through a network of computers, comprising:

means for analyzing successive video images received as input from a camera capturing video of at least one of the participants for an actual physical gesture made by the one participant;

means for determining a state of the actual physical gesture made by the one participant;

means for accessing an associative mapping for an action associated with the determined state of the actual physical gesture; and

means for automatically generating a command for the action to a software program enabling a real time communication between the participants thereby sending a representation of the actual physical gesture within the real time communication.

6. (ORIGINAL) The system of claim 5 wherein the associative mapping is a table.

7. (CANCEL)